New Semi-Automatic Goalies

Play against Europe's best

# All the Clubs, All the leagues, All the Cups

## TOTAL CLUB FOOTBALL

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- **NEW** Custom Mode – Create and play in your own Cups and Leagues
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- **PLUS** 42 National teams for International Matches.
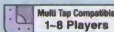
New Lighting & Player Texturing

## ALL-NEW GAMEPLAY

- **NEW** Instant Player Response – Provides more fluid and exciting football.
- **NEW** Faster Ball Control – Sharper and more accurate passing, trapping, dribbling and shooting.
- **NEW** Faster Framerate – Quicker and smoother gameplay
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Closer Ball Control

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| 1 - 2 Players | Memory Card 2 - 8 blocks | Multi Tap Compatible 1-8 Players ⬛=1~5 ⬛=6~8 | Analog Controller Compatible | Vibration Function Compatible | DOLBY SURROUND |

This software is only compatible with hardware displaying "⬛" and [PAL] EAE06101513IB

PlayStation

COMPACT disc

| For Ages – Pour Ages – Para Años – Für Jahre – Per Anni | | |
| --- | --- | --- |
| 3-10 ✓ | 11-14 ✓ | |
| 15-17 ✓ | 18+ ✓ | ELSPA |

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## ATTENTION
Chez certaines personnes, l'utilisation de ce jeu nécessite des précautions d'emploi particulières qui sont détaillées dans la notice jointe

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FIFA 99

EA SPORTS

PlayStation

PAL

COMPACT DISC

SLES-01544

EAX0610/513D

# STARTING THE GAME

It is advised that you do not insert or remove peripherals or Memory Cards once the power is turned on. Make sure there are enough free blocks on your Memory Card before commencing play.



- RESET button
- POWER button
- Power indicator
- Disc cover
- OPEN button
- Memory card slot 1
- Controller port 1
- Memory card slot 2
- Controller port 2

1. Set up your PlayStation® game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *FIFA 99* disc and close the Disc Cover.
3. Insert the game controllers and turn ON the PlayStation game console.
**Note**: When using the Multi Tap, you must connect at least one controller to Controller port 1-A.
4. The video introduction sequence begins, followed by the FIFA 99 title screen.
5. Press the START button and the Match Select Screen appears.
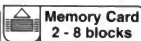
| 1 or 2 Players | Memory Card 2 - 8 blocks | Analog Controller Compatible | Vibration Function Compatible | Multi Tap Compatible 1~8 Players | = 1~5 = 6~8 |
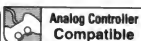
# FIFA 99
## COMMAND SUMMARY



- Directional Button
- SELECT button
- ■ button
- ▲ button
- ● button
- × button
- START button
- L2 button
- L1 button
- R2 button
- R1 button

2

**FIFA 99**

# TABLE OF CONTENTS

# FIFA 99

## QUICK START

Two clicks and you're ready to play a friendly match.

1.  Press the × button. The Controller Select screen appears.
2.  Directional button **LEFT/RIGHT** to select your preferred team.
3.  Press the **START** button.

## HOW TO PLAY (BASIC CONTROLS)

### *When your player has the ball*

With the Analog Mode Switch set to LED: Red, the left stick of the Analog Controller can be used to control the direction of the player.

**Speed Burst**
Each press gives the player a short burst of speed.
**Note:** Using speed burst tires players.

Move your player using the Directional buttons.

**Pause**

**Shoot**

**Pass**
Player passes to the teammate with the target control highlight around him. Use the Directional button to pick different pass receivers.

**Lob**
This sends an aerial pass to a player further down field. The longer you hold the ■ button the higher the ball will go.

## *When the opponent has the ball* Control Highlights

Move your player using the Directional buttons.

**Pause**

**Slide Tackle**

**Speed Burst**

Each press gives the player a short burst of speed.
**Note:** Using speed burst tires players.

**Tackle**

Your player briefly chases the player in possession of the ball and attempts to tackle him.

**Switch Player**

Swap control to the player closest to the ball. Watch for the control highlight that appears under the closest player.

## *Control Highlights*
### Controlled Player

● 

With Ball
**Closest Player**

○

Without ball

▶

Controlled player offscreen indicator

▾
◆◆

Closest player on screen

▶

Off-screen pass indicator(flashing)

5

## INTERMEDIATE CONTROLS

**Note:** Where the term **tap** is used, hit the specified button in a short, sharp fashion.

### *Passing*

| | |
|---|---|
| Through Pass | **R1** button |

### *Fouling*

| | |
|---|---|
| Intentional Foul | **L1** button |

### *Avoiding tackles*

| | |
|---|---|
| Jump A Slide Tackle | **L1** button |
| Lateral Shimmy Left | Tap **L2** button |
| Lateral Shimmy Right | Tap **R2** button |
| 360 Spin Left | Double tap **L2** button |
| 360 Spin Right | Double tap **R2** button |

### *Goalie control*

| | |
|---|---|
| Goalie charge | Hold **R2** button |
| Pick up the ball | **L1** button |
| Drop the ball | ▲ button |
| Throw | ■ button/✕ button |
| Kick-out | ● button |

## SPECIAL TECHNIQUES

### *One touch - Done while the ball is loose or being passed*

| | |
|---|---|
| First-Time Pass | ✕ button |
| First-Time Lob | ■ button |
| First-Time Through Pass | **R1** button |
| First-Time Shot | ● button |

### *Shooting*

To target different areas of the net, press the Directional button based on the direction your player is facing. Pointing towards the opponent's net will shoot high. To drive a low hard shot pull away from the opponents net.

### *Special shooting techniques:*

| | |
|---|---|
| Side-foot Shot | ✕ button |
| Chip Shot | ■ button |

Press these buttons in the opposing 18yd box when there are no pass or lob targets and the player will take one of these shots.

### *Heading*

| | |
|---|---|
| Header on goal | Hold the ● button |
| Head the ball to a team mate's chest | Hold the ■ button |
| Head the ball to a team mate's feet | Hold the ✕ button |

### Volleying

| | |
|---|---|
| Volley or Bicycle Kick Shot | Double tap the ● button |
| Volley to a team mate's chest | Double tap the ■ button |
| Volley to a team mate's feet | Double tap the × button |

## ADVANCED CONTROLS

### Skill Moves

To activate Skill moves, hold down the **L2** button or the **R2** button (as specified below) and press one of the following buttons.

| **Action** (Hold **L2** Button) | **Command** | **Action** (Hold **R2** Button) |
|---|---|---|
| Fakes | Directional button | Fakes |
| Rainbow Kick | ■ button | Flick-over |
| Lateral left | × button | Lateral right |
| 360° left | ● button | 360° right |
| Step over Nutmeg | R1 button | Double Step over |
| Dive | L1 button | Dive |

## IN-GAME TACTICS (IGT)

To activate a tactic, press one of the following while holding both the **L2** button & the **R2** button at the same time.
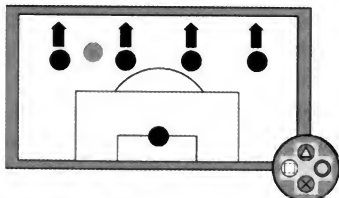


**Offside trap** ■ button
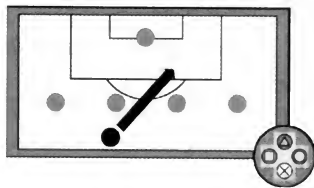


**Through Ball Run** ✕ button
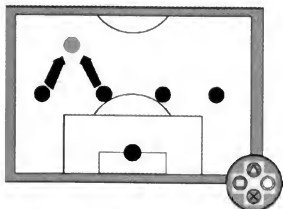


**Attacking Pressure** ● button
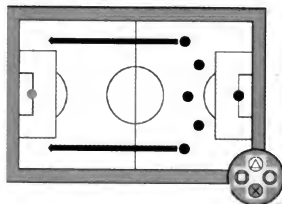


**Wing Back Run** ▲ button

## Tactic indicator Control highlight

**O** Any player affected by an IGT has a control highlight beneath him for the duration the tactic is active.

### 1 -2's and wall passes - controlling 2 players

#### Passback

To retain movement control of your current player and kicking control of another, press the **R1** button while holding both the **L2** button and the **R2** button. Use the Directional button to choose the player you wish to pass to.

#### Offball

To retain kicking control of the current player and movement of another, press the **L1** button while holding both the **L2** button and the **R2** button. Use the Directional button to choose the player you wish to control.

## IN-GAME MANAGEMENT (IGM)

Change a team's formation, strategy, and positioning during play to one of 3 settings you've created (IGM #1-IGM #3). Once you press a button to activate a formation and strategy, that setting remains until another is activated or a new game is started.

### To change IGM during a match:

• Press the **SELECT** button to activate the next In-Game Management setting. (For instance, if IGM #1 is active, press the **SELECT** button once to run IGM #2 or twice to run IGM #3.)

### To program custom In-Game Formation/strategy/positioning:

1. Select TEAM MANAGEMENT from the Pause Menu, then select IGM.
2. You can select Formation, Strategy, or Positioning for each of IGM 1, 2 and 3.
3. Modify the settings how you like
4. Save your settings if available.

**Note:** Your team starts the game with IGM#1 active.

# FIFA 99

## IN DEAD BALL SITUATIONS...

**Toggle View Mode (Normal/Receiver/Target)** R1 button

### *Free Kick*

**Normal Mode**

| | |
|---|---|
| Move Target Arrow | Directional button |
| Take kick | ■ button, ✕ button or ● button |
| Add Ballspin Left | L2 button (Hold) |
| Add Ballspin Right | R2 button (Hold) |

**Receiver Mode**

| | |
|---|---|
| Switch Player | ✕ button |

**Target Mode**

Use the Directional button to target area

### *Throw-In*

**Receiver Mode**

| | |
|---|---|
| Long Throw | ■ button |
| Short Throw | ● button |

**Target Mode**

| | |
|---|---|
| Long Throw to Target | ■ button |
| Medium Throw to Target | ✕ button |
| Short Throw to Target | ● button |

### *Corner Kick*

**Normal Mode**

| | |
|---|---|
| Move Target Arrow | Directional button |
| Take kick | ■ button, ● button or ✕ button |
| Add Ballspin Left | **L2** (Hold) |
| Add Ballspin Right | **R2** (Hold) |

**Receiver Mode**

| | |
|---|---|
| High Cross to selected player | ■ button |
| Low Cross to selected player | ● button |

**Target Mode**

Use the Directional buttons to target area

### *Goal kick*

**Normal Mode**

| | |
|---|---|
| Move Target Arrow | Directional button |
| Take kick | ■ button, ● button or ✕ button |
| Add Ballspin Left | **L2** button (Hold) |
| Add Ballspin Right | **R2** button (Hold) |

**Receiver Mode**

| | |
|---|---|
| Switch Player | ✕ button |

**Target Mode**

Use the Directional buttons to target area

# FIFA 99

## Penalty Kick

### Kick Taker

| | |
|---|---|
| Target Shot | Directional button |
| Switch Kicking Side | ■ button |
| Switch Player | ✕ button |
| (Not available in Penalty Kick Shoot-out) | |
| Shoot | ● button |

### Goalie

| | |
|---|---|
| Move Along Line/Choose Direction of Save | Directional button |
| Attempt Save | ■ button, ✕ button or ● button |

## MENU NAVIGATION

1. Directional button **LEFT/RIGHT** (or **UP/DOWN**) to highlight item.
2. Press the ✕ button to select item.
3. Directional button **LEFT/RIGHT** (or **UP/DOWN**) to cycle highlighted items.
4. Press the ✕ button to select.
- When options are set up, press the **START** button to advance to next Menu.
- To return to previous Menu (losing any unsaved changes you may have made), press the **SELECT** button
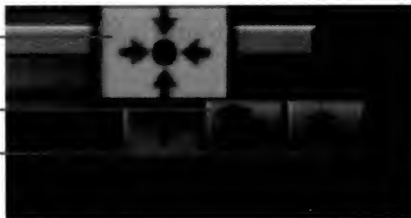
**To Activate Icon Menu Bar**

Save Changes
(Highlighted)

Reset this team

Reset all teams

1. Press the **R1/R2** button and the icon is highlighted.
2. a) Press the Directional button to highlight another icon (if applicable)

   - or -

   b) Press the × button to open Menu/select item
3. Follow the Menu navigation instructions above

**Note:** To return to the screen when an Icon is highlighted(blue) press the **R1** button or **R2** button.

# FIFA 99

## MATCH SELECT

Select a mode of play, set options, edit teams or load a saved game.



European Dream League — Training

Quick Start

Friendly Match

Save Changes (Highlighted)

Golden Goal

Options

Team Management

Player Edit

Team Edit

Credits (Press the **R1/R2** button, then the ✕ button to access)

Load Game (Press the **R1/R2** button, then the ✕ button to access)

## FRIENDLY MATCH

In Friendly Match Mode, you may match up any team from any League against any other.

## QUICK START

Select Quick Start to go straight into a match (*See Quick Start Section on p 4*).

## GOLDEN GOAL MATCH

Play to a set goal total (1-10 goals).

16

## TRAINING

Practice your skills through a number of training drills.

## EUROPEAN DREAM LEAGUE

Take one of 20 of Europe's elite clubs and pit them against the best of the rest through a whole season.
**Note:** To create random groupings, select RANDOMISE
Once you reach the end of the Dream League season, the top two teams in each group advance to a home-and-away Semi-final series with the winners meeting in the European Dream League Final.

## SEASON MODE

In Season mode take control of a team and guide them through a full season in any one of FIFA 99's 15 league and cup competitions. Alternatively, create your own customised Cup or League.

Select from four Season types: League, Cup, Custom League or Custom Cup.

LEAGUE: Choose from Belgium, Brazil, England, France, Germany, Italy, Netherlands, Portugal, Scotland, Spain, Sweden, USA
CUP: Choose from three European Cups
CREATE CUSTOM LEAGUE: Create your own League structure and choose teams (See Custom League/Cup creator section).
CREATE CUSTOM CUP: Create your own Cup tournament and choose teams.

### Custom League Creator

The Custom League Creator allows you to create your own League featuring either Club or International Teams. You may select from 2-24 teams to play a defined number of matches. **Note:** If you have less than four teams in your Custom league you will not be able to select a single Round Robin format.

### Custom Cup Creator

Select club teams from any of *FIFA 99's* supported leagues as well as a selection of International or 'Rest of Europe' sides. Choose whether you want to play a Round Robin League followed by a Knock-out stage or simply go straight into a Knock-out Cup competition. **Note:** The **CPU Selection** button may be used to instantly select remaining teams.

## TEAM MANAGEMENT

Control every aspect of your team's performance with Team Management

- Access Team Management from the Match Select screen, the Standings screen or from the in-game Pause Menu.
- Use In-Game Management (IGM) to switch formations, positioning and strategy on the fly.

**Note:** Any team changes made from a league or cup mode are specific to that tournament and are saved automatically when that league or cup is saved.

### Starting Line Up
### To change the starting line-up or substitute players
- Select the first player then select a second player. The two players are automatically swapped.

**Note:** Highlight the Pitch Layout/Attribute icon and press the ✕ button to toggle between the team layout on the pitch and the Attribute table.

### Transfers
The Transfers option allows users to trade players with other Club teams. Each team is allocated a bankroll, based on their actual resources, reputation and history.

1. Select the name of the Club with whom you wish to trade.
2. Select the player you wish to transfer and, providing the purchasing team has adequate funds and less than 25 players, the transfer takes place.

**Note:** Only Club teams may make Transfers and each team must retain between 16 and 25 players on their roster.
**Note:** When you reset Saved transfers ALL Transfers will be lost (In that particular database).

**FIFA 99**

### Kick Takers

1. Directional button **UP/DOWN** to choose a player for a kick takers role
2. Press the ✕ button to select the player. The kick takers role is now highlighted.
Either:
a) To let the selected player take that role, press the ✕ button.
b) To place the selected player in a different role, Directional button **UP/DOWN.** Press the ✕ button when the role you wish him to take is highlighted.
3. Press the **START** button to return to the TEAM MANAGEMENT Menu.

### List of Player Attributes

Acceleration, Agility, Ball control, Creativity, Fitness, Header Accuracy, Shot Power, Shot Accuracy, Speed, Tackles.

## PLAYER EDIT AND TEAM EDIT

- Customise player appearances.
- Build a player to excel at his position by altering 10 player skills (e.g. Speed, Shot Accuracy, Fitness).
- Change player position.

### To Save changes

- Press the **L1/L2** button or the **R1/R2** button to highlight the Save Changes icon, then press the ✕ button.

**Note:** If you want to customise players or squads, you must do so *before* entering a League or Season mode.
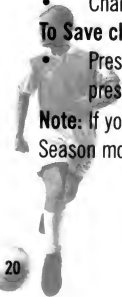
## OPTIONS

Allow you change game settings from:
- Match Options
- Gameplay Options
- Audio/Visual Options

## SAVING AND LOADING GAMES

You can save your *FIFA 99* progress and settings at the completion of any League or Cup match. If you exit the game mode without saving, you lose all progress made during that gameplay session.
- Previously saved games may be loaded at the Match Select screen.
- You may save up to six games with a regular Memory Card.

**Note:** Never insert or remove a Memory Card when loading or saving.

**FIFA 99**

To Save A FIFA 99 League or Cup:

1. In the STANDINGS screen, after a *FIFA 99* match, press the **R1/R2** button to activate the Icon Menu Bar.
2. Directional button **LEFT** to highlight Save Game Icon, then press the **X** button. The Save Game Menu appears.
3. Directional button **UP/DOWN** to highlight the preferred block, then press the ✕ button. The tournament is saved.
4. Press the **SELECT** button to exit.

**Note:** A saved game has its own database. Any changes made to teams from within a saved game stay specific to that saved game and do not alter original settings.

**Note:** To save all game modes may require more than one Memory card — each League or Cup game mode requires 2 Memory card blocks